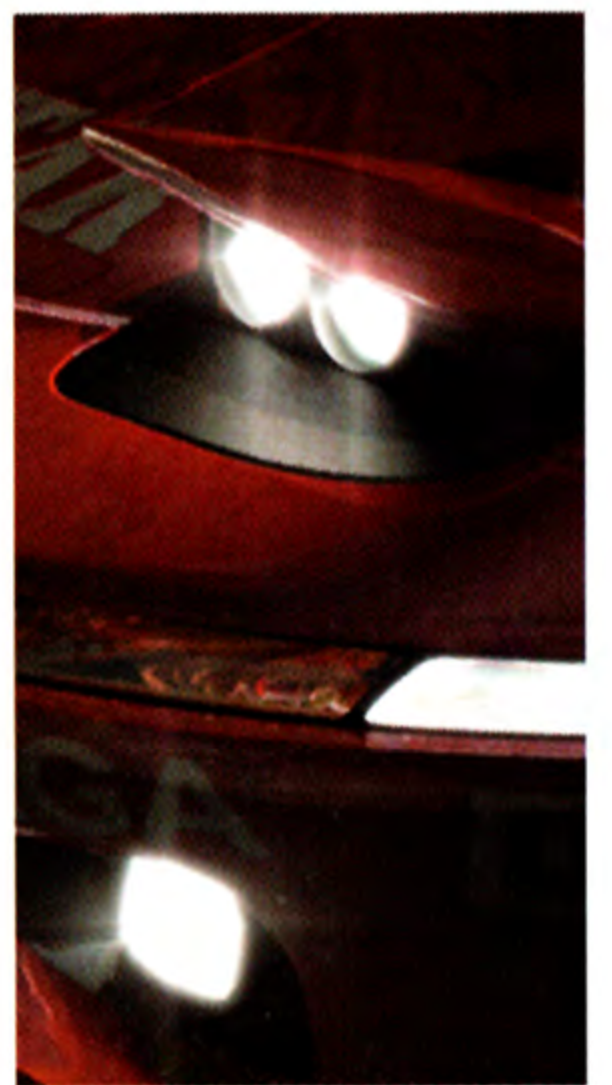
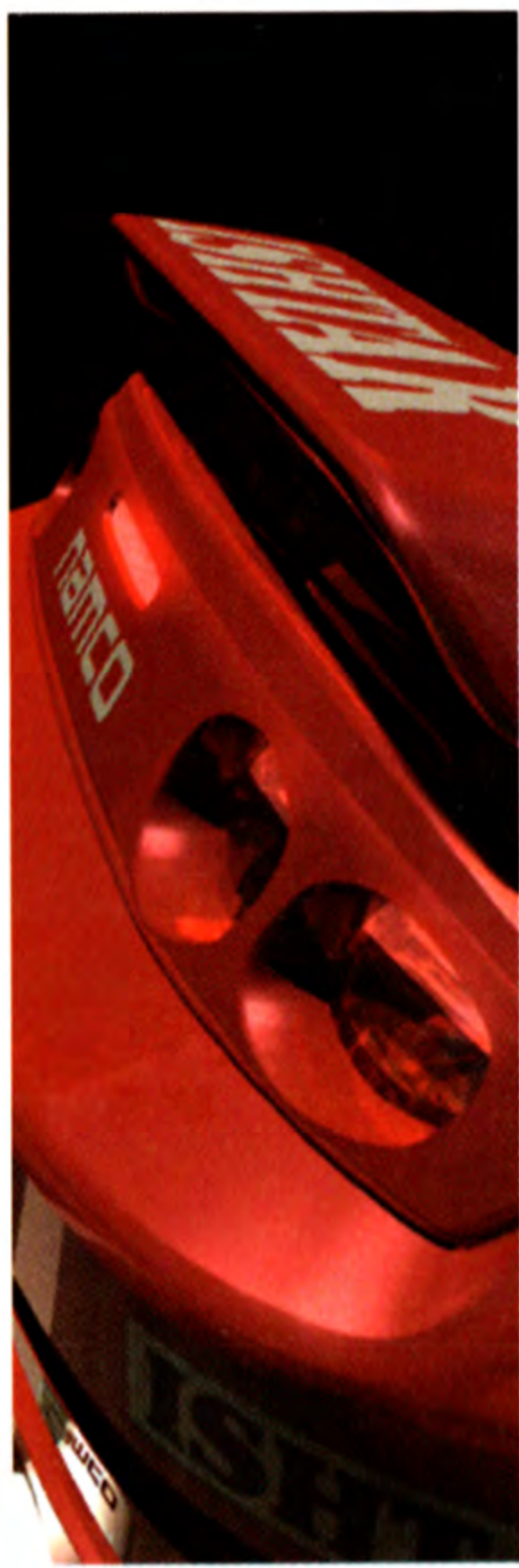
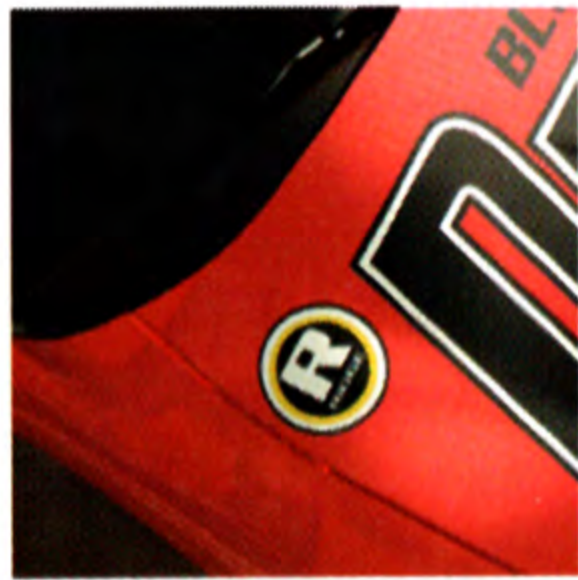


namco®



RIDGE RACER V



EVERYONE
E
CONTENT RATED BY
ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

RIDGE RACER V



RIIDGE RACER V

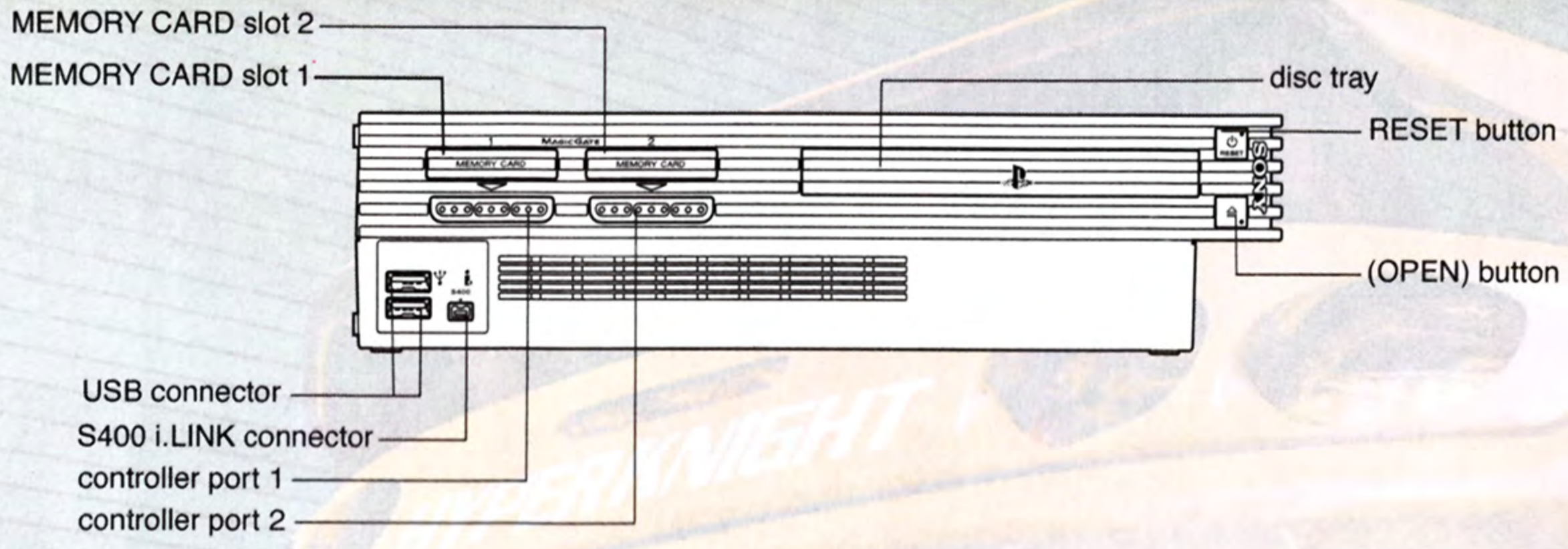
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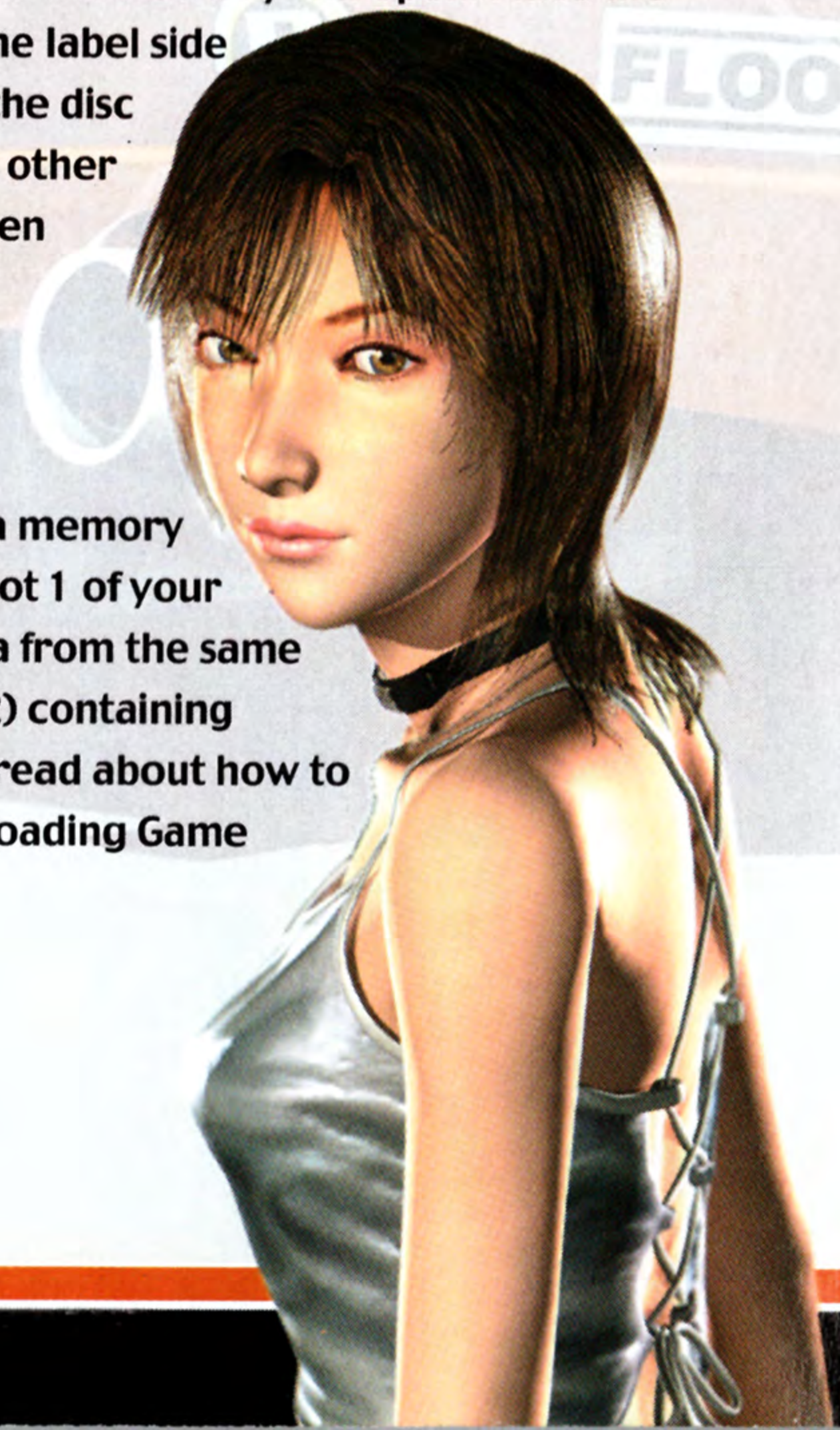
Starting Up



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **Ridge Racer® V** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Cards

To save game settings and progress, insert a memory card (for PlayStation 2) into memory card slot 1 of your PlayStation 2. You can load saved game data from the same card, or any memory card (for PlayStation 2) containing previously saved **Ridge Racer V** games. To read about how to save and load game data, see “Saving and Loading Game Data” on page 21.

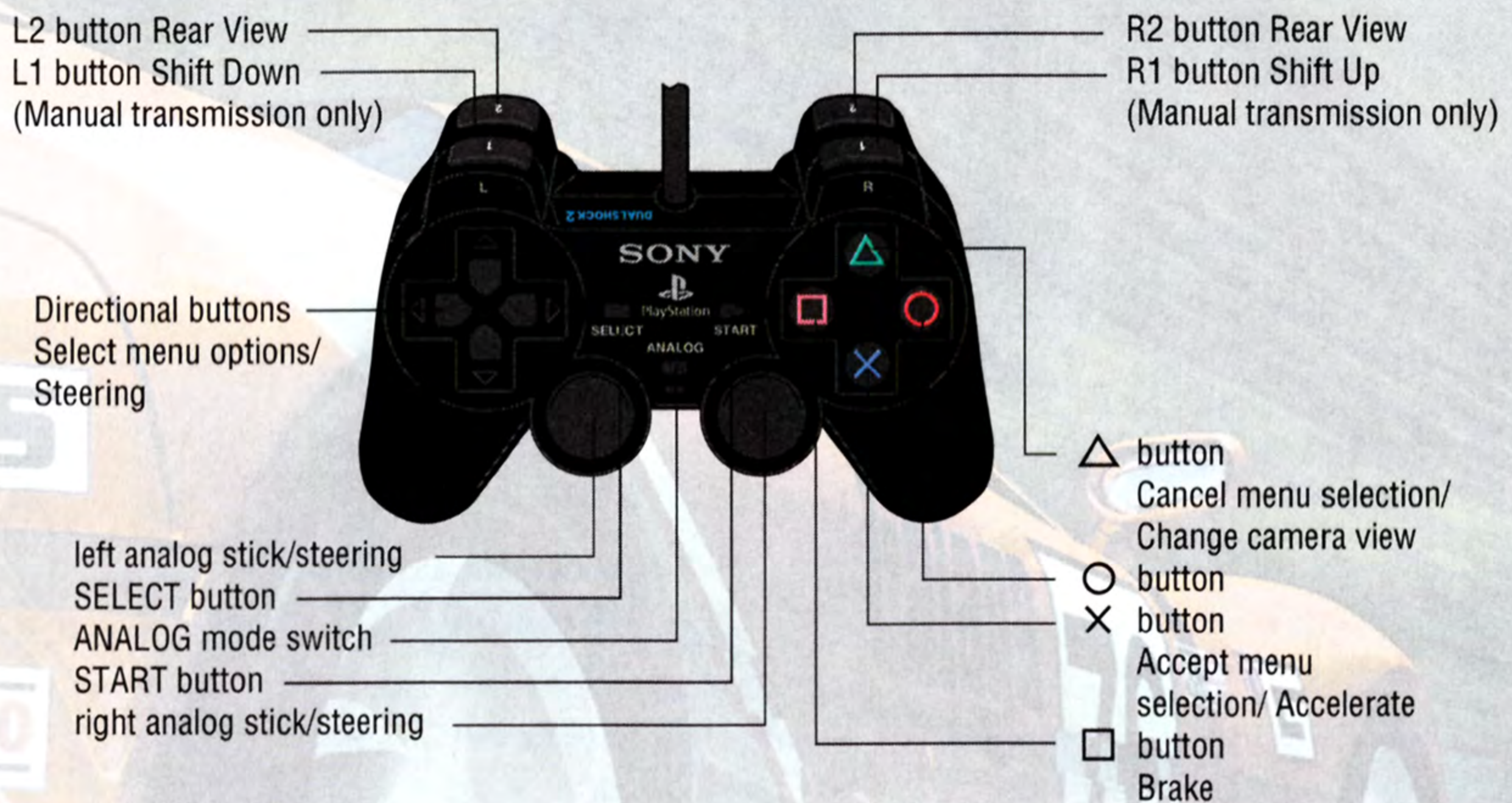




Controls

You can play with DUALSHOCK™2 analog controllers, DUALSHOCK™ analog controllers, JogCon™ controllers or NegCon™ controllers.

DUALSHOCK 2 or DUALSHOCK analog controller



Note: To use DUALSHOCK controllers in analog mode, press the ANALOG mode switch (LED on).

- | | |
|---|---|
| Select menu options | Directional buttons |
| Accept menu selection | × button |
| Cancel menu selection | △ button |
| Start/pause game | START button |
| Steer | left analog stick or
Directional buttons |
| Accelerate | × button |
| Shift Up (Manual transmission only) | R1 button |
| Shift Down (Manual transmission only) | L1 button |
| Brake | □ button |
| Change camera view | △ button |
| Rear view | L2/R2 button |

Note: *Ridge Racer V* supports the vibration function of the analog controller. It will vibrate only in analog mode (LED on). To switch the vibration function ON/OFF, go to the Options Menu and select the controller you want to adjust (see page 7).



JagCon Controller



Select menu options	Directional buttons
Accept menu selection	× button
Cancel menu selection	△ button
Start/pause game	START button
Steer	Dial
Accelerate	R1 button
Shift up (Manual transmission only)	Directional button Down
Shift down (Manual transmission only)	Directional button Up
Brake	L1 button
Change camera view	△ button
Rear view	L2/R2 button

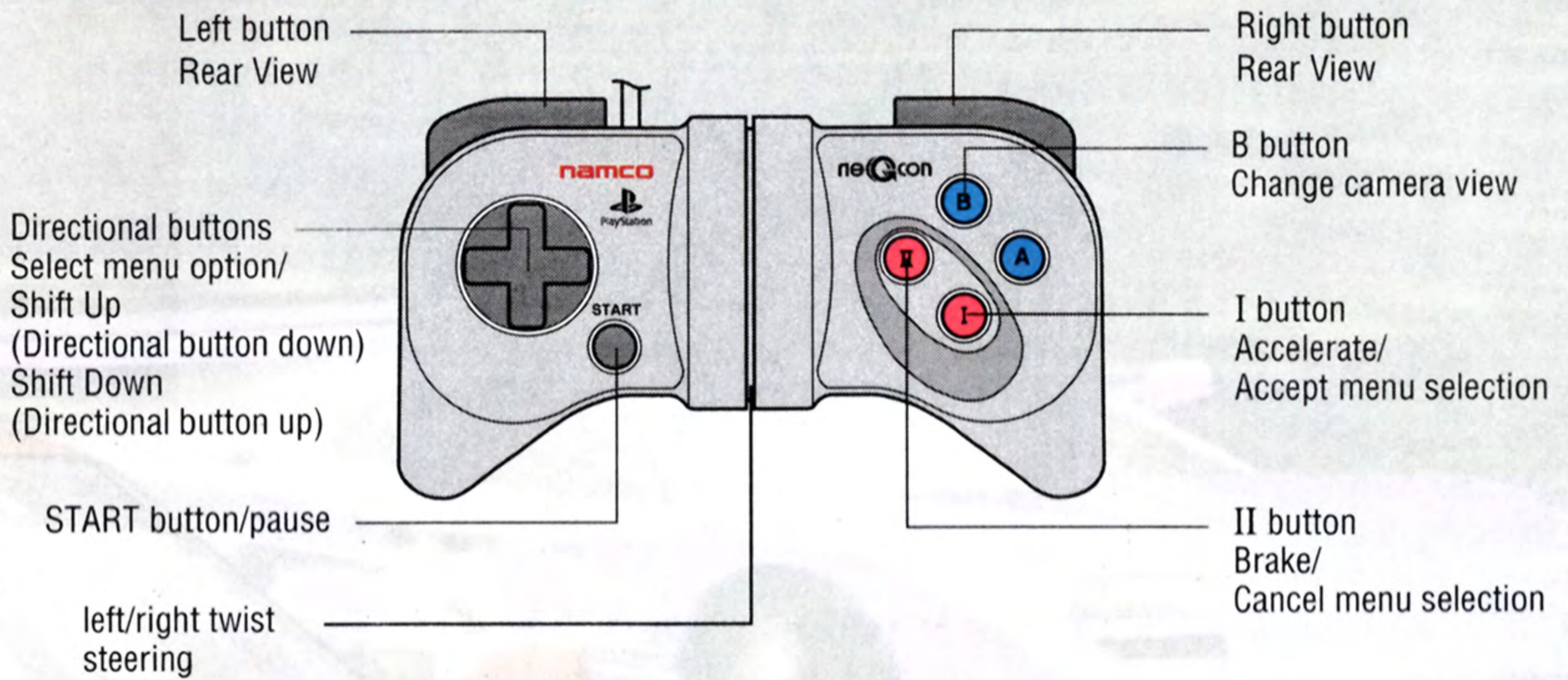
Note: Pressing the MODE button switches the JagCon ON (LED on) or OFF (LED off). When turned OFF, it operates like a standard controller.

Safety Mode

For safety purposes, the force feedback system will shut OFF after 60 seconds if there is no digital key operation (no button is pressed, excluding the Dial or MODE button). When this occurs, it is not a malfunction. The force feedback system will switch ON again when a digital key entry is detected. ("SAFETY MODE" will be displayed on the screen when in Safety Mode.)



NegCon Controller




Select menu options	Directional buttons
Accept menu selection	I button
Cancel menu selection	II button
Start/pause game	START button
Steer	left/right twist
Accelerate	I button
Shift up (Manual transmission only)	Directional button Down
Shift down (Manual transmission only)	Directional button Up
Brake	II button
Change camera view	B button
Rear view	L/R button



GETTING STARTED



On the Title Screen, press the START button to display the Main Menu. To make menu selections throughout the game:

1. Use the Directional buttons to select a mode or item or to adjust a setting.
2. Press the  button or the START button to accept the selection.

New Entry

Select this to start a new game. You will register with the racing circuit and establish a racing team, driver and team colors. See “Making a New Entry” on page 8 for details.

Continue

Select this to continue where you last left off.

VS (2 Player Head-to-Head)

You and a friend compete in split screen racing competition. You can select one of two different VS modes. For details, see page 20.

Load

Load saved game data.

Note: For saving and loading *Ridge Racer V*, only use a memory card (for PlayStation 2). Once a game is started and its data is saved to a memory card (for PlayStation 2), you can continue the game. See “Saving and Loading Game Data” on page 21. (Load and Save for VS Mode are compatible with memory card slots 1 and 2.)



Options

Select from the menu with the Directional buttons and accept your choice by pressing the **X** button or the START button. Configure the settings for the following items.

Controller 1/Controller 2

Configure settings for the Player 1 or Player 2 controller. The settings of the controller differ depending on the type of controller.



Sound Setup

Configure the settings for in-game background music (BGM) and sound effects (SE).

Adjust Screen

Adjust the screen position using the Directional buttons.

Brightness

Adjust the screen brightness. For maximum viewing, adjust the brightness on your TV until 5 to 7 "R" marks are visible.

Music Player

Listen to the background music from the game. Select music tracks by pressing the Directional buttons Left/Right. Switch the Repeat function ON/OFF by pressing the START button.

Exit

Return to the Main Menu.



Making a New Entry

Select NEW ENTRY the first time you play the game or if you wish to start a whole new game. This is your entry application and will establish your team with the *Ridge Racer V* circuit. This game data can be saved onto a memory card (for PlayStation 2) and used throughout your racing career.

To start a new game:

1. Set game difficulty: EASY, NORMAL or HARD.
2. Enter the team and driver's name. Select characters with the Directional buttons and press the **X** button to accept each character. You can enter a maximum of 16 characters for the team name and 8 characters for the driver's name. When finished with each name, select OK and press the **X** button.
3. Select the team color. This determines the body color of your cars.
4. Establish the team. This allows you to register your team with the current settings. Select YES to accept these settings or NO to change them.
5. Save data. Save your new entry data by selecting YES. Refer to "Saving and Loading Game Data" on page 21 for more details.
6. At the Welcome Screen, press the **X** button or the START button to enter the Factory (Select Game Mode) Menu.





Factory (Select Game Mode)

The Factory is the base of activity for 1 Player games. Select a mode with the Directional buttons and press the **X** button or the START button.



Race

Start races from here. Additional racing events and cars will become available as you clear various GPs.

Design

Change your team or driver's name, or customize your car. The number of customization options available increases as you advance through the game.

Garage

View the cars and engines that your team has earned. You can also check the trophies and medals you have won.

Records

Check various race records.

Save

Save the game data. Choose a file to save to and press the **X** button to execute a save. See "Saving and Loading Game Data" on page 21.

Options

Change settings for the controller, screen and sound. These are the same options that exist in the Options Mode on the Main Menu (see page 7).

Exit

Return to the Main Menu.



1 Player Race Modes

Start races from the Factory Menu. Certain types of races are only available after you clear various Grand Prix races.

To begin a race from the Factory Menu:

1. Select RACE.
2. Select the type of race you want to enter.
3. View details of the race.
4. Select a car. Each car's performance can be viewed at the lower left side of the screen under acceleration, speed and handling.



Grand Prix

Compete against the CPU. Winning the Grand Prix earns you additional cars and courses.

Duel

This mode becomes available when the "R" record is broken in both Standard and Extra Time Attack. The "R" record refers to a rival's record time. Here you will compete against a high performance machine. Winning earns you a variety of prizes. (See page 16.)

Time Attack

In this mode, you alone will race on a course and the goal is to beat the record time. There are three classes: Standard, Extra and Duel, but you must first clear a GP series in order to participate in Time Attack. (See page 17.)

Free Run

This mode becomes available after you earn a car. In this mode, you can run on various courses to get a feeling for your car's handling and the tracks. There are no other cars so you can run to your heart's content. (See page 18.)

Exit

Quit Race Mode and return to the Factory Menu.



Grand Prix Mode

Grand Prix is the main game mode for this game. By winning a variety of races, you can earn new cars and increase the number of races in which you can compete.

Qualifying

Each race has a position that you must finish in before you can move on to the next race. This is called the Qualifying Rank.

For example: If the Qualifying Rank for a race is 3rd place and you finish 4th, you have failed to qualify and must run the race over again. Check the qualifying position for each race during the Round Introduction that runs before a GP series begins.

Structure of Grand Prix

GP mode has two classes: Standard and Extra. Clearing Standard class allows you to play Extra class. At first only one GP in Extra class is available. Clearing this GP opens the next one, and repeating this process will eventually open all four GP races. Clearing the game at the HARD level of difficulty opens an additional class.

Grand Prix Classes

Standard Class

First GP: Regular

Extra Class

First GP: Regular
Second GP: Sudden Death
Third GP: Reverse
Fourth GP: Oval

GP Rules

Each GP is unique and regulated by different rules. There are four types of GP regulations: Regular, Sudden Death, Reverse and Oval.

Regular GP

- A total of four races. Finish in the qualifying position of each race to advance to the next round.
- You can see the Qualifying Rank for a race listed on the Round Introduction Screen which appears before a race begins. Failure to finish in a qualifying position requires you to retry.
- You have three chances to retry for the same race. The game is over when you fail to qualify by the third attempt.
- You achieve ultimate victory when you finish 1st in the fourth round. Finishing in another position allows you to retry.





Sudden Death

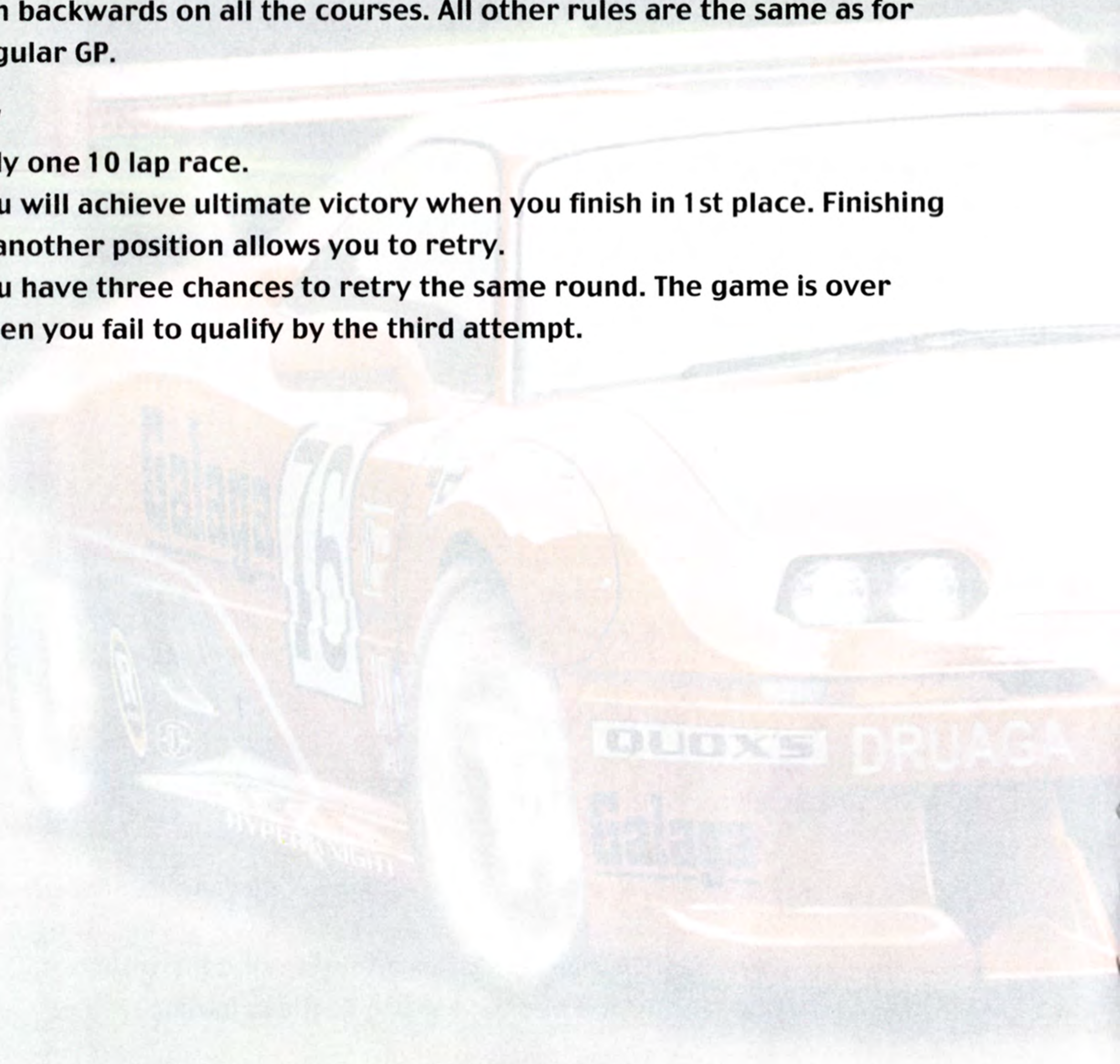
- A total of four races. Clear all races by completing three laps within the time limit and finishing in 1st place.
- If you fail to complete the race within the time limit, you can retry.
- You have three chances to retry the same round. The game is over when you fail to qualify by the third attempt.

Reverse

- Run backwards on all the courses. All other rules are the same as for Regular GP.

Oval

- Only one 10 lap race.
- You will achieve ultimate victory when you finish in 1st place. Finishing in another position allows you to retry.
- You have three chances to retry the same round. The game is over when you fail to qualify by the third attempt.





The Game Screen

Screen Display

Two views are available during each race: Driver's View (showing the road from the driver's position) and Overhead Cam (located slightly above and behind the vehicle). During a race, press the **△** button to switch between these two views.

Course Map

Overall map of the course. Also shows the current location of your car, indicated with a red arrow.

Lap Record

Fastest lap time for this course.

Total Time

The total elapsed time from the start of the race.

Time Limit

(Only for Sudden Death GP.) The time remaining for the race to be completed. Reaching 0 seconds forces the race to end.

Position

Your current position in the race.

Lap Time

Your lap times.

Speed

Current speed.

Gear

Current gear position.

Tachometer

Revolutions per minute (RPM). The red zone indicates when the engine is red-lining (over-revving).





Pause Menu

You can pause the game by pressing the START button during the race. Select RETIRE to quit the race or SOUND to change the music or adjust the sound settings. Select CANCEL and press the Accelerator button to return to the race.

Entering a Grand Prix Race

1. Select GP from the Race Mode Menu. The GP you will participate in depends on the level of difficulty you chose when configuring NEW ENTRY on the Main Menu:
 - Basis GP (easy)
 - Frontal GP (normal)
 - Fountain GP (hard)
2. View the Round Introduction where courses and the details for the selected GP are displayed. The following is a rundown of the on-screen information.



Round/Course

The Round and Course for the upcoming race.

Track Length

Length of one lap of the course.

Lap

Number of laps for the course.

Qualifying Rank

Finishing position that must be attained in order to advance to the next round.

Game Class

The GP class you are participating in.

Regulation

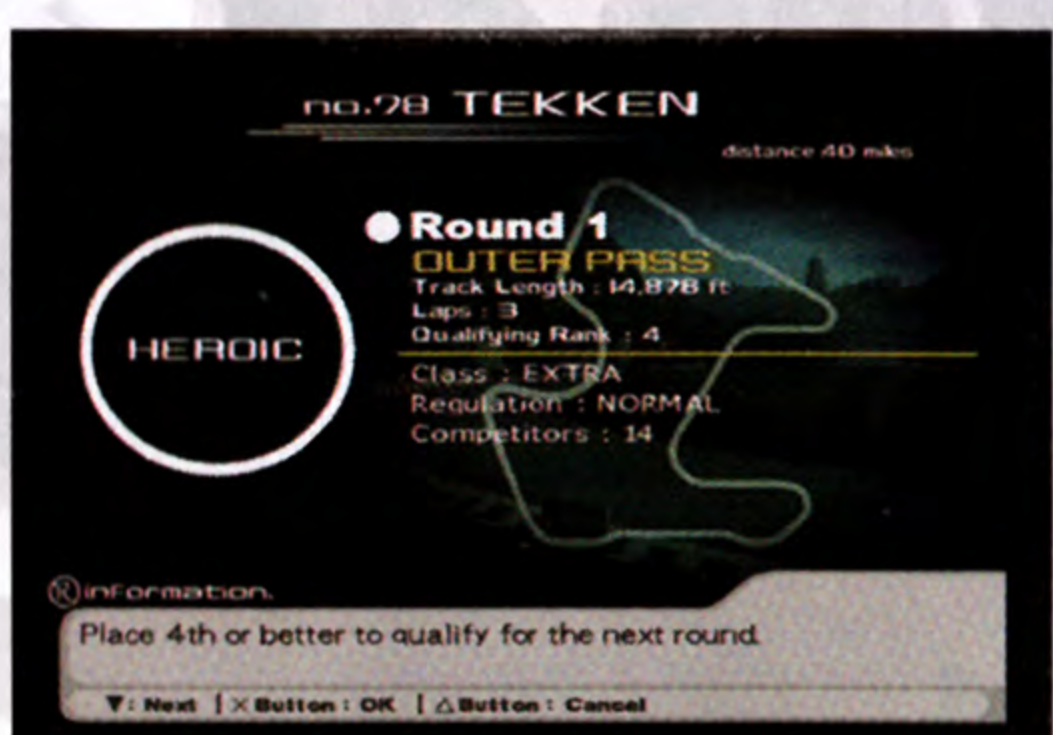
Rules of the race.

Course Map

Course map for the displayed track.

Competitors

Number of competitors in the race.





3. Select a car by pressing the Directional buttons Left/Right then pressing the **X** button. Check the on-screen information to help you decide upon a car.

Manufacturer

The manufacturer of the car is indicated by the insignia on the upper left of the screen.

Performance

Performance specs are separated into Acceleration, Speed and Handling. The longer the bar, the better and more superior the performance.

Model

The name of the car selected is displayed at the top of the screen.

Specs

Displays detailed data about the car including Length, Width, Number of Gears and Maximum Speed.

Information

Displays information on the cars such as type (i.e. GRIP or DRIFT).

4. Select an engine and transmission. Press the Directional buttons to select an engine and press the **X** button to accept the selection. When you first start the game, you will only have one engine. Next, select either automatic (AT) or manual (MT) transmission, then press the **X** button.
5. Review then accept the specs for your car by pressing the **X** button or the START button.
6. View the Yellow Course Preview Screen to check out the course you will run. You can also change the background music track by pressing the Directional buttons Left/Right. Press the **X** button or the START button to enter the race.





Race Results Screens

The Race Results Screen appears at the end of each race. It displays the race results and you can also check your lap time and total time.

When you select REPLAY, you can view a replay of the race just completed.

Earning a Car

When you clear a GP, you can keep the car you used. Once you obtain a car, you can use it in other modes, such as Time Attack and Duel.



Duel Mode

There are two types of duels, a one-on-one race or a Battle Royal.

Rules

Compete in one three lap race. Clear by finishing in first place. You can only use a car earned by clearing a GP.

Duel (one-on-one)

Compete in a one-on-one competition with a car driven by the CPU. Select a competitor (Duel Car) to race against. If you defeat it, you can keep it. Breaking the "R" records in Time Attack increases the number of Duel Cars to compete against. You can use a Standard or Extra class car (with the exception of an oval engine).

Battle Royal

Five cars will compete in this race, including your own. Choose your car from among the Duel Cars, and race against the other four Duel Cars you competed against in Duel Mode. This mode is unavailable until you earn all the Duel Cars in Duel Mode.

"R" Records

Some of the records in Time Attack Mode are displayed with an "R" mark. The "R" stands for a rival's time record. Breaking it will cause a new Duel Car to appear.





Time Attack Mode

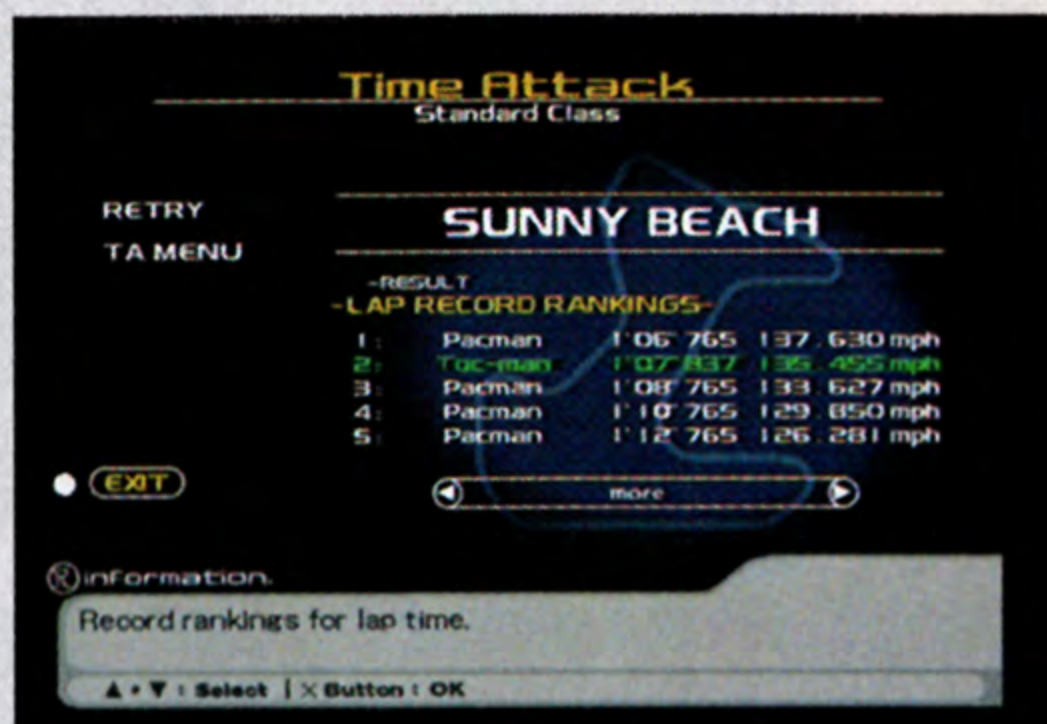
In this mode, you alone will race on a course. The goal is to beat the record time.

Rules

You only need to complete one three-lap race. Racing the track backwards before crossing the starting line will end the race. You can only use a car you have earned by clearing a GP.

To begin Time Attack:

1. Select a Time Attack class. There are three classes: Standard, Extra and Duel. Select the class with the Directional buttons and press the **X** button to accept a selection.
2. Select a course with the Directional buttons and then press the **X** button.



Time Attack Completion

- After you complete Time Attack, the lap time for each lap and the total time will be displayed. You can then choose one of the following: Result, Section, Replay or Next.

Result

Time Attack results.

Section

Time for each section of the track.

Replay

Replay of the race just completed.

Next

Move to the next screen.

- When Next is selected, you proceed to the next screen. If you finish within the qualifying time, you can enter your name. Choose characters with the Directional buttons and press the **X** button to accept your selection. You can now choose one of the following: Retry, TA Menu or Exit.

Retry

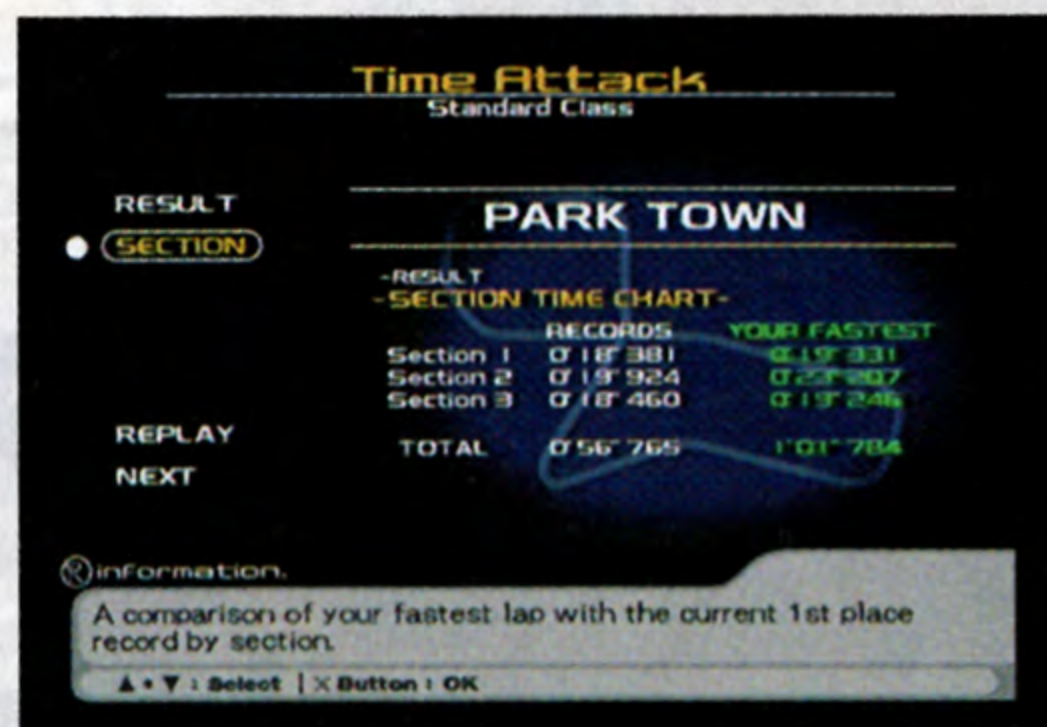
Retry Time Attack on the same track with the same conditions.

TA MENU

Return to the Time Attack Menu.

Exit

Return to the Factory (Select Game Mode) Menu.





Free Run Mode

In this mode, you can run on various courses to get a feel for your car's handling and the tracks. There are no other cars so you can run to your heart's content.

- As in Time Attack, you can freely choose the type of car and course. There is no limit to the number of laps nor is there a time limit for each lap.
- Press the START button and select EXIT during a run to end a practice lap.
- This mode is only available after you have earned your first car.

Design Menu

In the Design Menu, there are three items: Team Name, Car Design and Exit. Select with the Directional buttons and press the \otimes button to accept. Menu options change depending on how far you are in the game.

Team Name

This allows you to change the name of the team and the driver's name. When the Name Entry Screen is displayed, select characters with the Directional buttons and press the \otimes button to accept.

Car Design

This allows you to customize your car. Choose the pattern you want with the Directional buttons and press the \otimes button to accept.

Exit

Ends Design Mode and returns you to the Factory (Select Game Mode) Menu. Select EXIT and press the \otimes button.





Garage Menu

In Garage Mode, you can view the cars, engines, trophies, and medals you have earned.

Cars

View the cars your team has earned so far.

Engines

View the engines your team has earned so far.

Trophies

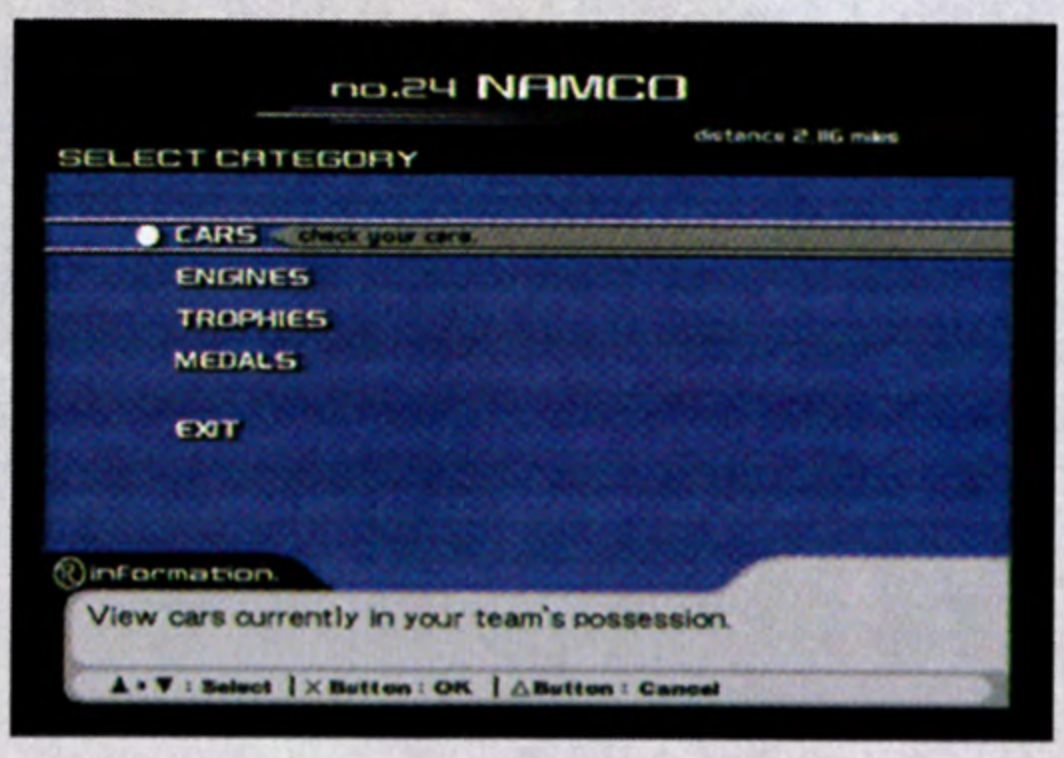
View the trophies you have earned so far.

Medals

View the medals you have earned so far.

Exit

Ends Garage Mode and returns you to the Factory (Select Game Mode) Menu.



Records

In the Records Menu, there are a total of seven items. Choose from the menu with the Directional buttons and press the X button.

Report

Displays the current team status.

History

Displays previous race performance.

Grand Prix

Displays performance records for Grand Prix races.

Duel

Displays performance records for Duel races.

TA: Standard

Displays performance records for Standard class Time Attack.

TA: Extra

Displays performance records for Extra class Time Attack.

TA: Duel

Displays performance records for Duel class Time Attack.





VS Mode

Compete head-to-head in single race split screen competitions using cars earned in 1 Player GP races. Race VS Normal Mode with only two players on the track, or VS GP Mode with additional (CPU controlled) cars. Player 1 selects VS Mode settings by pressing the Directional buttons and pressing the **X** button or the START button to accept a selection.

To play Versus Mode:

1. On the Main Menu, select VS.
2. Select VS NORMAL or VS GP.
3. Select a course. Run courses in reverse by selecting a track with the word REVERSE below its name.
4. Select a time of day setting.
5. Decide the number of laps (Normal Mode only) from 1 to 9. Or, choose a class (VS GP Mode only). Select from Standard, Extra or Oval class cars.
6. Switch Boost function ON or OFF (this provides the trailing car an increase in speed).
7. Select OK.
8. Select a car from the Garage or Load saved data. Player 1 goes first.





Saving and Loading Game Data

Saving

To save a new entry:

1. When you are creating a new entry, you will be prompted to "SAVE DATA?" Highlight YES and press the **⊗** button.
2. Select one of the three files and press the **⊗** button to save your new entry information. If there is already data saved to the file, you will be prompted to "OVERWRITE DATA?" If you want to overwrite the old data, select YES and press the **⊗** button. If you do not, select NO, press the **⊗** button and select a different file to save your data to.

To save progress after completing a GP:

You must finish all four rounds in the first GP before you can save progress throughout the game.

To save progress:

After finishing the final round in a series, you will be presented with a Trophy, followed by a Save Screen.

To save progress throughout the game:

At the Factory (Select Game Mode) Menu, select SAVE and proceed as per the instructions for saving a new entry.

Loading

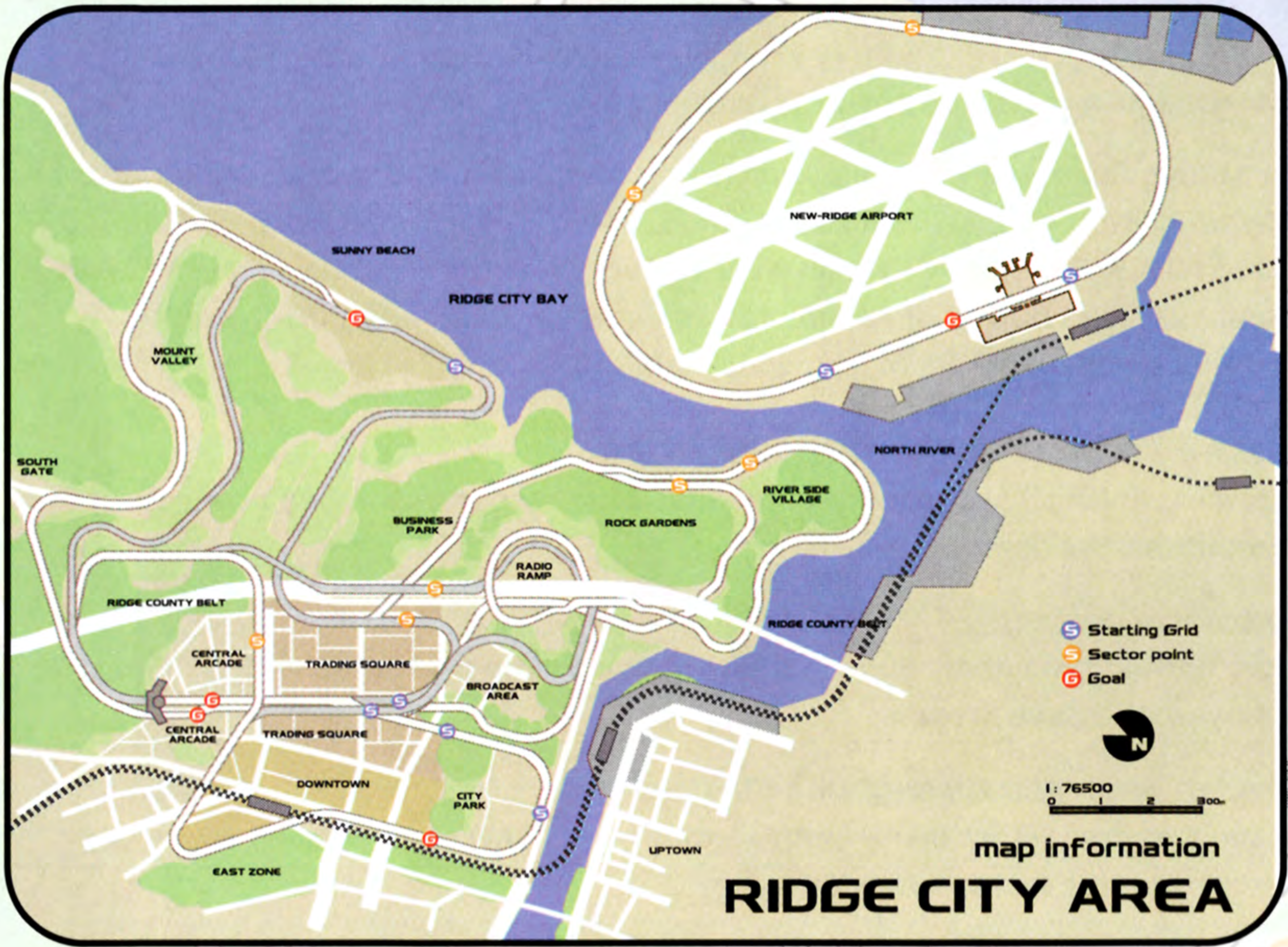
To load saved game data from the Main Menu:

1. Select LOAD and press the **⊗** button.
2. Select the file you want to load and press the **⊗** button.
3. When you see LOAD COMPLETE, press the **⊗** button to see the status report. Press the **⊗** button again to continue play.



Courses

Ridge City boasts 7 challenging courses throughout its environs.



Sunny Beach: Length 13,477 ft

A standard course that runs through town to the shoreline. It has a stop and go configuration. How you manage the four sharp corners significantly affects your lap time.

Green Field: Length 19,251 ft

A long course that is an extension of Sunny Beach. The average speed is high relative to its long length, so a single mistake has a large impact on lap time. The key to a win here is making the series of corners without losing time.





Park Town: Length 11,574 ft

A short course in the city structured with loose and simple curves. Run the straightaways at full throttle and keep time losses in the corners to a minimum.



Airport Oval: Length 11,246 ft

A high speed oval course that circles the airport. There is no need for braking or drifting. Take this race at full throttle with the exception of the sharp corner at the back of the straightaway.



Bayside Line: Length 25,688 ft

A long course that branches out from Outer Pass. It features a variety of views and high levels of difficulty through a series of deep S curves. The laps are long. Keep mistakes to a minimum.



Above the City: Length 17,037 ft

A mid-length course that is an extension of Park Town. Although it is in the inner city, there are rises, drops and irregular corners. The race will be determined by how you take the tough turns in the center of the course.



Outer Pass: Length 14,878 ft

This is a mountain course characterized by rises, drops and S curves. Accelerate in the first half of the mountainous area or you will lose a significant amount of time. Drive carefully, paying attention to other competitors and the shoulder.



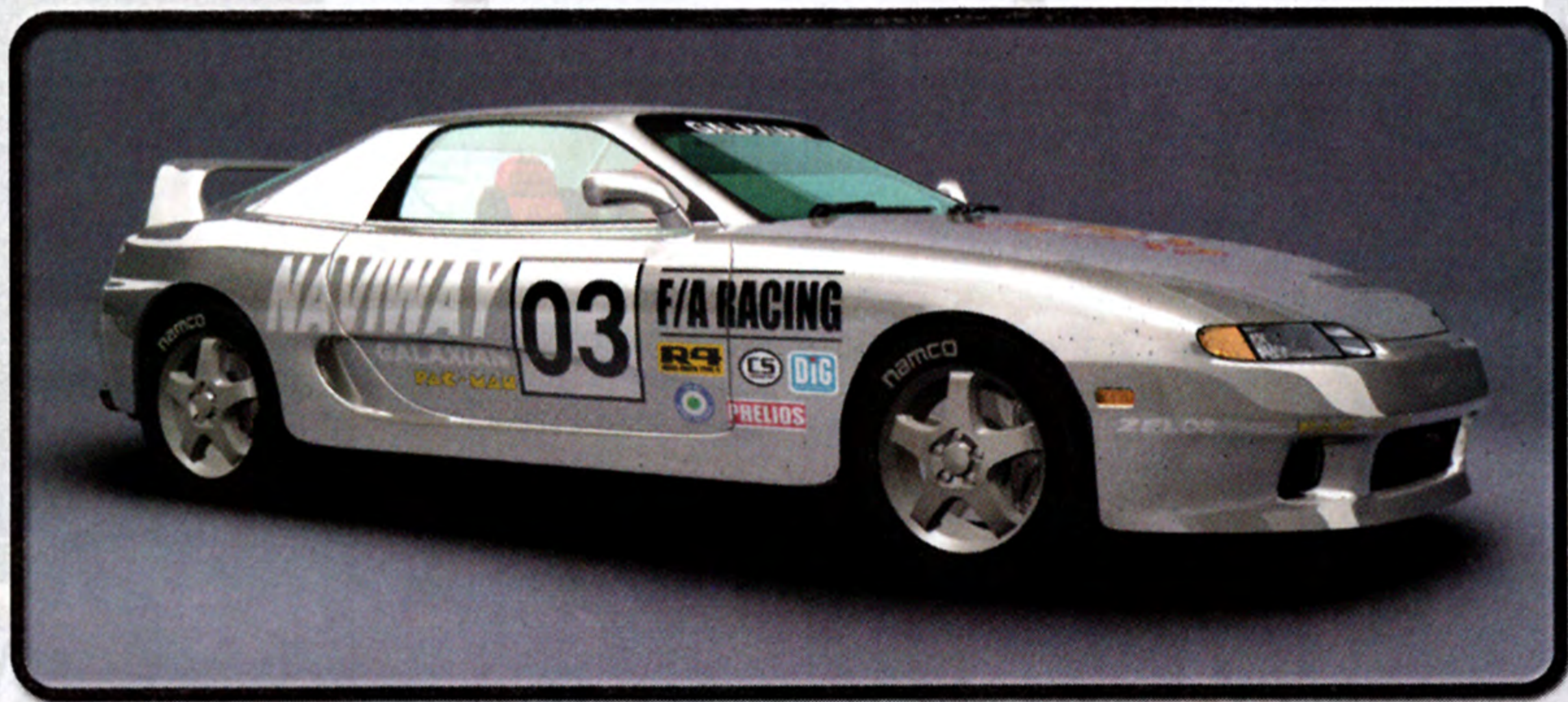


Cars

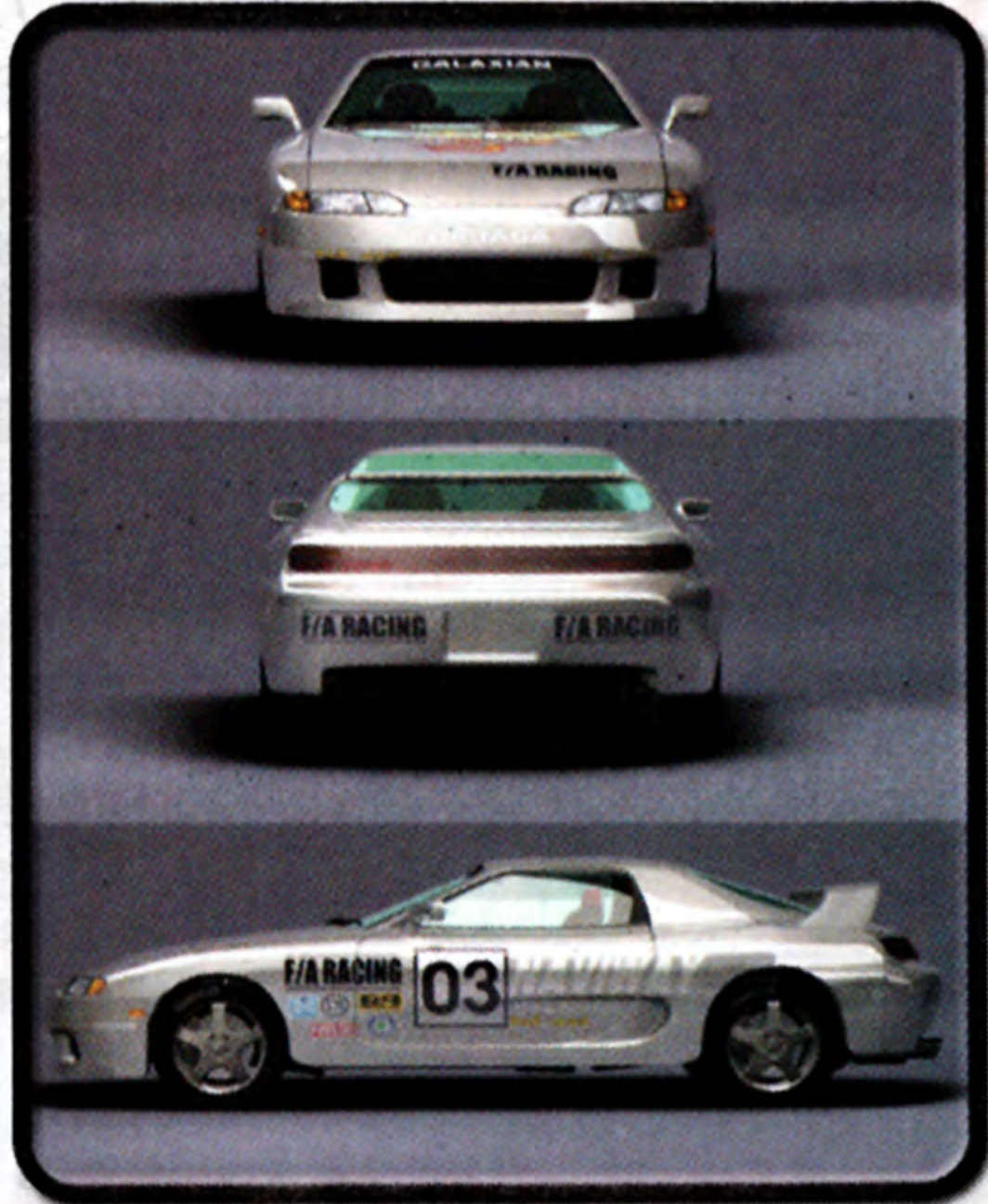
These cars are available to you from the start (six types). Additional cars will be made available as you progress through your racing career. Select the car best suited for you by referring to each of the specifications.

Kamata Fiaro

This car has a light feel and allows anybody to experience the joy of sports driving. It is a popular drift car for beginners.



Model:	Fiaro
Manufacturer:	Kamata
Engine:	KA-30FR
Engine Manufacturer:	Kamata
Engine Type:	Inline 6 cylinder DOHC
Length:	178 in
Width:	72 in
Height:	48 in
Weight:	2315 lbs
Displacement:	3000 cc
Maximum RPM:	7200 rpm
Maximum Power:	351 hp/6400 rpm
Maximum Torque:	229 ft-lbs/4100 rpm
Maximum Speed:	172 mph
Gears:	5





Danver Toreador

This car, which rides like a wild bronco, can be enjoyed for its large and abundant amount of torque. It is a drift car geared toward intermediate level drivers.



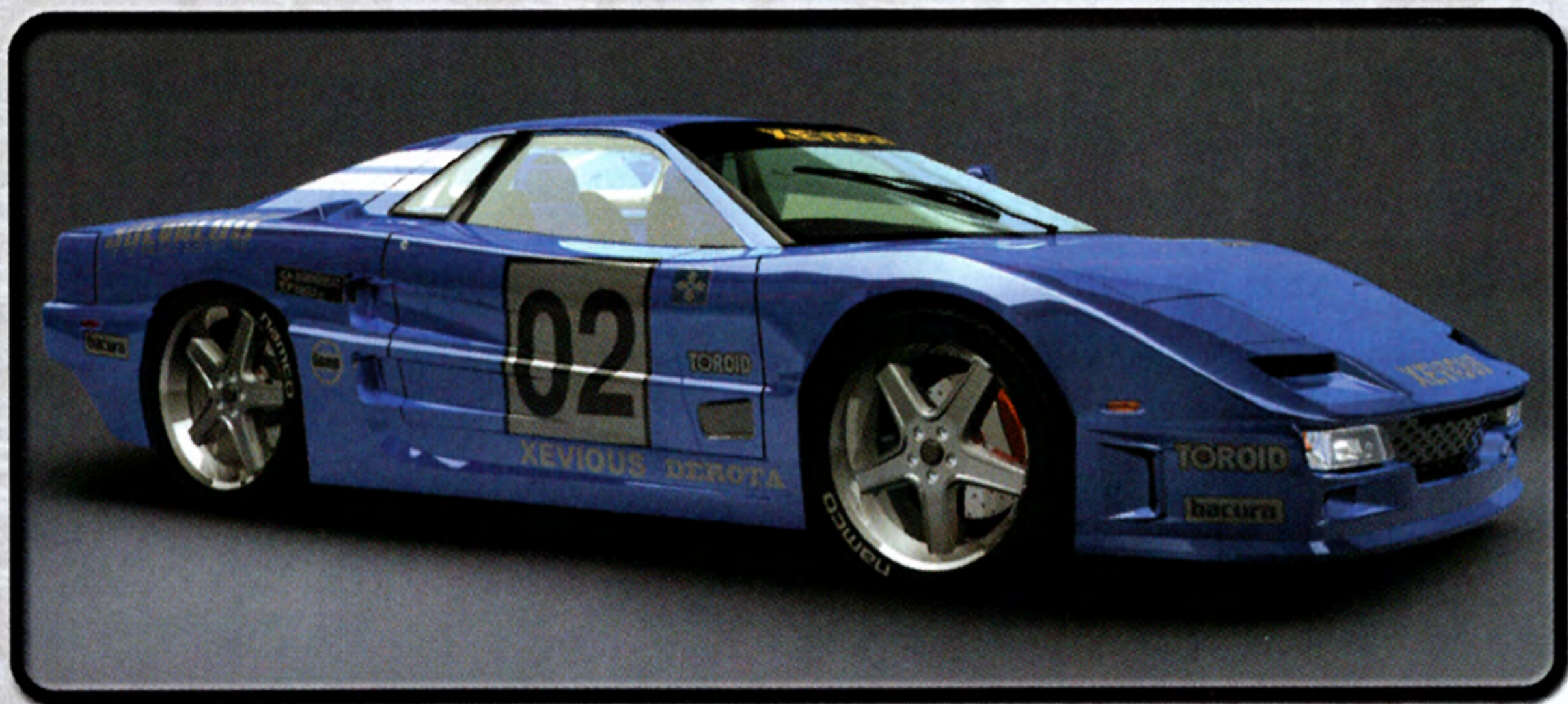
Model:	Toreador
Manufacturer:	Danver
Engine:	6D-GE
Engine Manufacturer:	Danver
Engine Type:	V8 SOHC Turbo
Length:	183 in
Width:	74 in
Height:	49 in
Weight:	2910 lbs
Displacement:	3000 cc
Maximum RPM:	7000 rpm
Maximum Power:	383 hp/5350 rpm
Maximum Torque:	339 ft-lbs/3700 rpm
Maximum Speed:	185 mph
Gears:	4





Rivelta Solare

This is a pure sports car that loves to run wide open. But once you lose control, its sexy performance can bite you. It is a drift car for only the most advanced drivers.



Model:	Solare
Manufacturer:	Rivelta
Engine:	R4CT
Engine Manufacturer:	Rivelta
Engine Type:	Horizontal 12 cylinder DOHC
Length:	175 in
Width:	82 in
Height:	46 in
Weight:	2469 lbs
Displacement:	4500 cc
Maximum RPM:	8800 rpm
Maximum Power:	435 hp/7800 rpm
Maximum Torque:	249 ft-lbs/6200 rpm
Maximum Speed:	200 mph
Gears:	6





Kamata Fortune

Although the amount of torque is rather low, the car has a strong grip that compensates for it. It is a grip car that is popular with beginners.



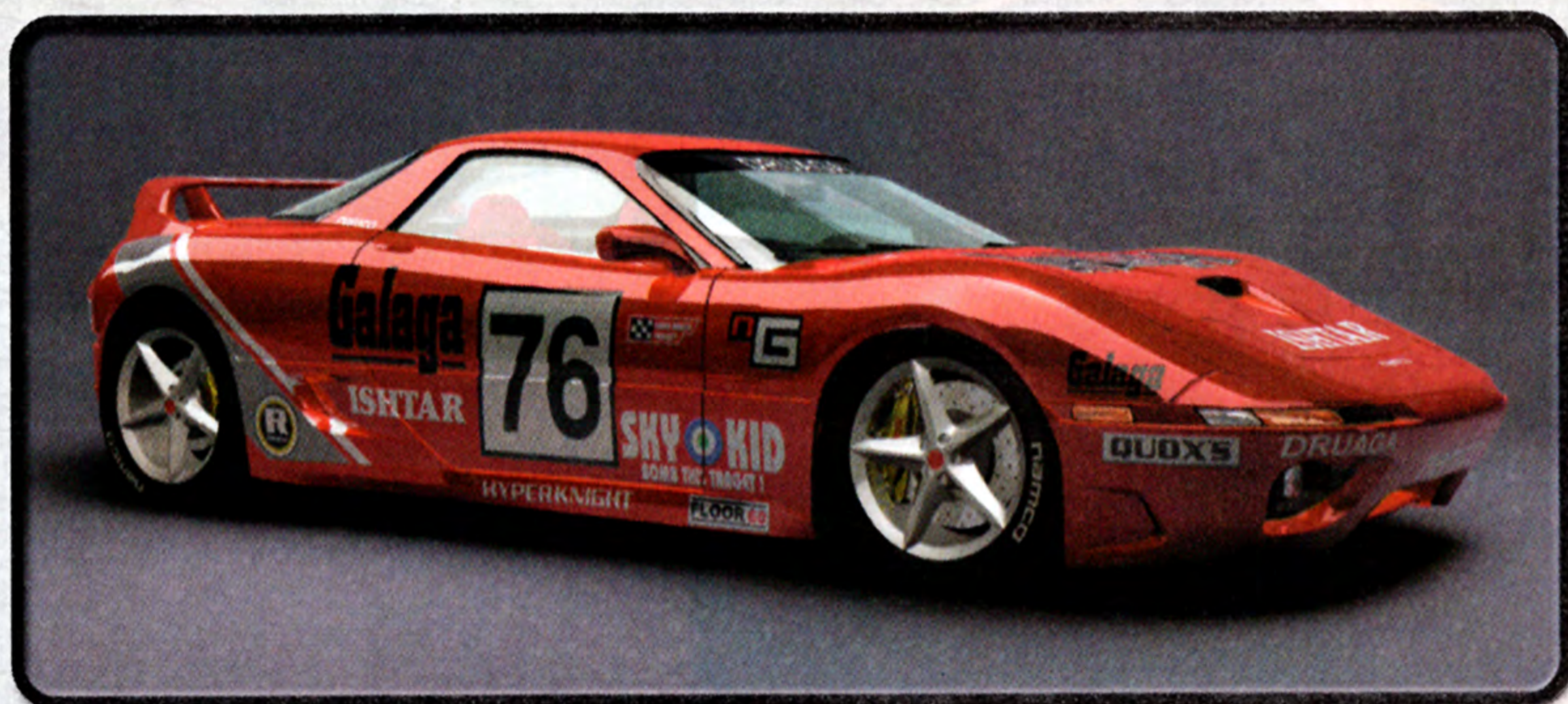
Model:	Fortune
Manufacturer:	Kamata
Engine:	KAK18FT
Engine Manufacturer:	Kamata
Engine Type:	Inline 4 cylinder DOHC
Length:	154 in
Width:	69 in
Height:	49 in
Weight:	1940 lbs.
Displacement:	1800 cc
Maximum RPM:	9000 rpm
Maximum Power:	281 hp/8000 rpm
Maximum Torque:	149 ft-lbs/7500 rpm
Maximum Speed:	150 mph
Gears:	5





Rivelta Mercurio

A car with a superior balance of speed and grip. With its sleek form, this grip car for intermediate level drivers has become a symbol of Ridge City racing.



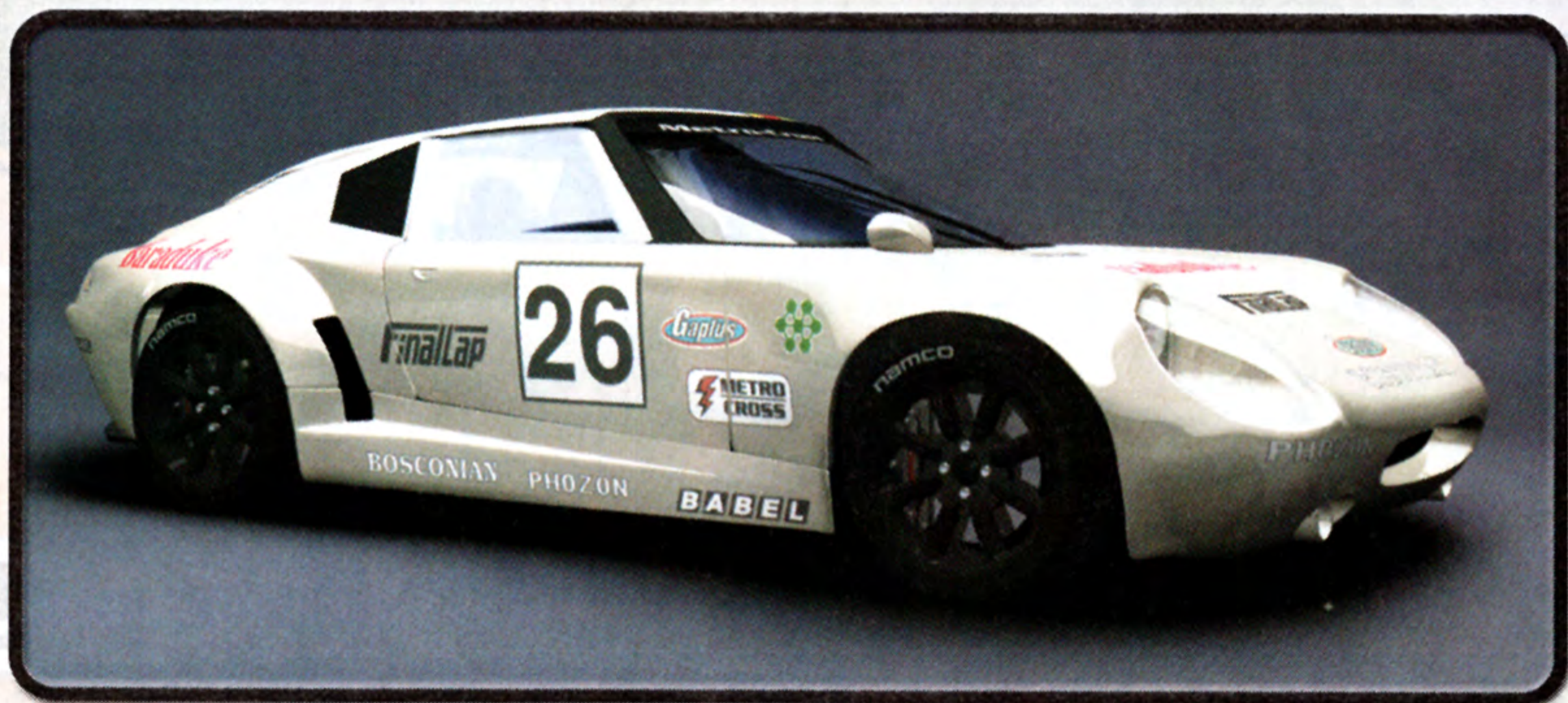
Model:	Mercurio
Manufacturer:	Rivelta
Engine:	R16C
Engine Manufacturer:	Rivelta
Engine Type:	V6 DOHC
Length:	175 in
Width:	76 in
Height:	46 in
Weight:	2337 lbs
Displacement:	3000 cc
Maximum RPM:	8200 rpm
Maximum Power:	405 hp/5500 rpm
Maximum Torque:	338 ft-lbs/4000 rpm
Maximum Speed:	175 mph
Gears:	6





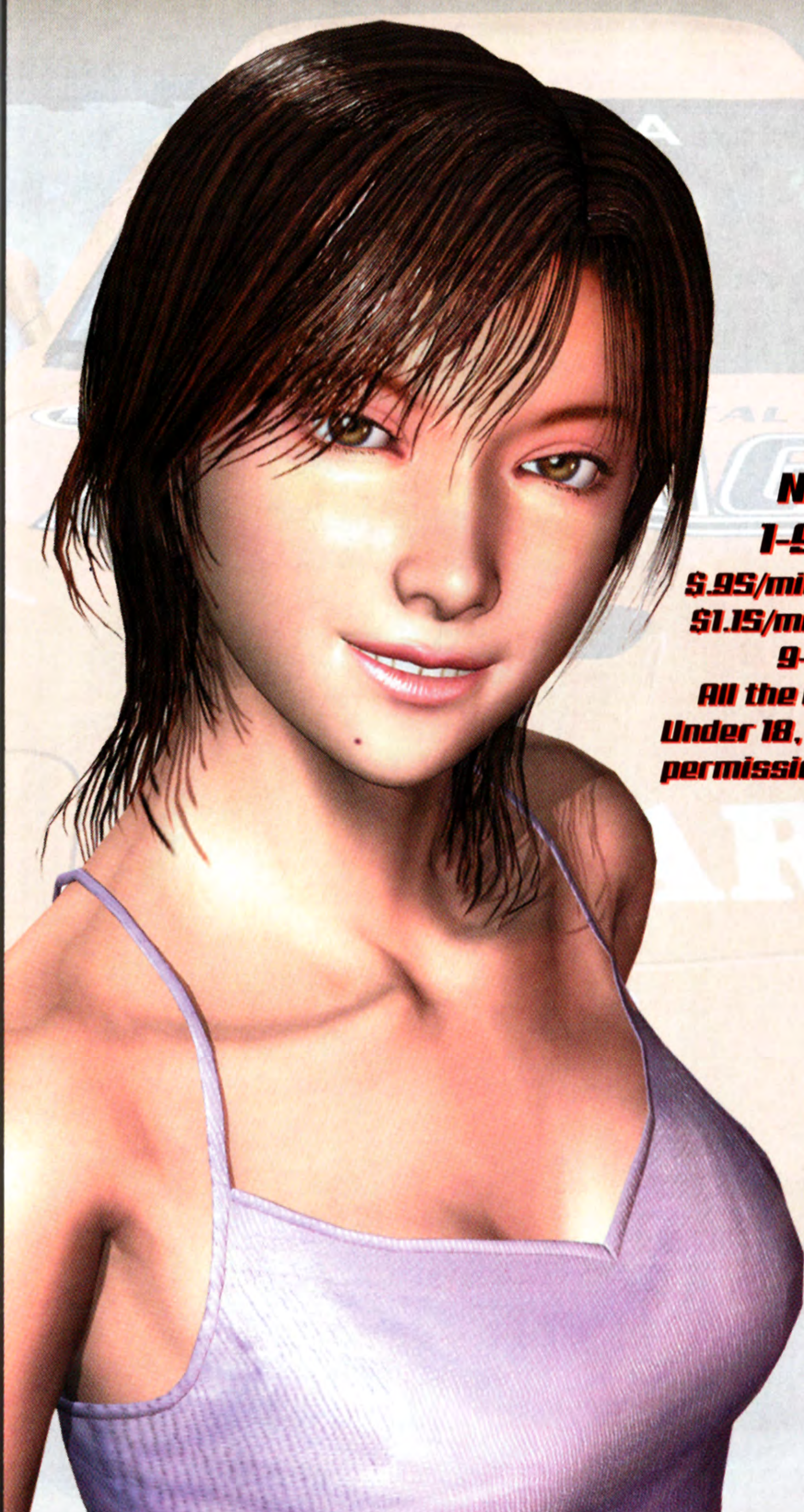
Himmel E.O.

The best grip car. The design focuses on maximum speed and is not for everyone. However, you'll be hooked once you get the hang of it.



Model:	E.O.
Manufacturer:	Himmel
Engine:	HM36DRST
Engine Manufacturer:	Himmel
Engine Type:	Horizontal 6 cylinder SOHC air-cooled
Length:	180 in
Width:	78 in
Height:	48 in
Weight:	2072 lbs
Displacement:	3600 cc
Maximum RPM:	8100 rpm
Maximum Power:	479 hp/6200 rpm
Maximum Torque:	294 ft-lbs/4500 rpm
Maximum Speed:	209 mph
Gears:	5





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